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Productivity Hints

Setting Up SSH Passthrough

The passthrough feature on the secure front-ends allows you to log into a system in the enclave by typing just one SSH command. The most useful way to use passthrough is with public key authentication and an SSH agent.

Once you set this feature up correctly, then each time you use SSH from your localhost to log into a NAS high-end computing system, you will be prompted for only the SecurID passcode. The SSH agent forwarding and an SSH passthrough program handle the public key authentication for you, so you will not be prompted for the passphrase of your private/public keys.

To configure passthrough using public key authentication, follow the 3 steps described in [Setting Up Public Key Authentication](#) for the SFEs. You must also copy your public key to any system in the enclave to which you want to connect using passthrough, and you need to edit the `.ssh/config` file on your localhost. Detailed information on these steps are linked below:

1. **Create SSH Public/Private Key Pair**
2. **Convert OpenSSH Key to Commercial SSH Key** (optional)
3. **Copy SSH Public Key to SFEs**
4. **Copy OpenSSH Public Key to Hosts Inside the Enclave**

Hosts inside the enclave use OpenSSH, so you will need to copy the OpenSSH version of your public key to the hosts inside the enclave and place the key in your `.ssh/authorized_keys` file.

Note: The permission for the `authorized_keys` file must be set to 600. Group/others write permissions on `/u/username` and `/u/username/.ssh` are not allowed for public key authentication.

The following example uses `lou.nas.nasa.gov` as the enclave host. If you want SSH passthrough to work for other hosts inside the enclave, then repeat the steps below for each one.

◆ Copy your OpenSSH public key

On your localhost, type:

```
your_localhost% scp ~/.ssh/id_rsa.pub  
username@sfel.nas.nasa.gov:
```

Note: `.ssh` is a directory. If it does not exist, make sure that you create a `.ssh` directory first before issuing the command below. Otherwise, it will copy the file `id_rsa.pub` to `lou1` with the filename `.ssh`.

On SFE1, type:

```
sfel% scp id_rsa.pub username@lou1:.ssh
```

◆ **Add your OpenSSH public key to your `.ssh/authorized_keys` file**

On your localhost, type:

```
your_localhost% ssh username@sfel.nas.nasa.gov
```

On SFE1, type:

```
sfel% ssh username@lou1
```

The *username* is your NAS login name.

On `lou.nas.nasa.gov`, type:

```
lou1% cat ~/.ssh/id_rsa.pub >> ~/.ssh/authorized_keys
```

Note: If you get the error
 /u/username/.ssh/authorized_keys: No such file or directory
after issuing the command above, likely, you have "set noclobber"
which prevents you from overwriting files. You can do "unset noclobber"
first to avoid this problem.

5. Modify `.ssh/config` File on Your Local Host

In your `~/.ssh/config` file on your localhost, add the entries for the hosts inside the enclave you want to access. If you do not have the `~/.ssh/config` file, create a new file called *config* in your `~/.ssh` directory and add the entries.

Template for `.ssh/config`

For your convenience, you can [download a NAS template \(a text file\) for the `.ssh/config` file](#) (attached at the end of this page). The contents of this file are also shown below. Sfe1 is used in this template. You can switch to using sfe2 if you wish to use sfe2 for SSH passthrough. Also remember to replace `<NAS_login_name>` with your NAS username before use.

This template should work for users who use this file only for accessing NAS systems. If this applies to you, use this template and continue with the instructions in **Step 6**.

```

Host sfe
# Replace sfe1 by sfe2 if sfe1 is unavailable
HostName                sfe1.nas.nasa.gov

Host sfe sfe?.nas.nasa.gov
Ciphers                  aes128-cbc,aes192-cbc,aes256-cbc,3des-cbc
ForwardAgent            no
MACs                    hmac-sha1

Host sfe sfe?.nas.nasa.gov dmzfs?.nas.nasa.gov sup*.nas.nasa.gov
LogLevel                info
ProxyCommand            none

Host pfe pfe-last pfe.nas.nasa.gov pfe-last.nas.nasa.gov
HostKeyAlias             pfe1.nas.nasa.gov
ProxyCommand            ssh -oCompression=no sfe /usr/local/bin/ssh-balance %h

# Add additional hosts to the list below as needed
Host *.nas.nasa.gov lou lou? cfe? pfe? bridge? sfe pfe pfe-last
ForwardAgent            yes
HostbasedAuthentication no
Protocol                 2
ProxyCommand            ssh -oCompression=no sfe /usr/local/bin/ssh-proxy %h
ServerAliveInterval     10m

# Replace   with your NAS username
User                    <NAS_login_name>

# Enabling compression may improve performance for slow connections
#Compression            yes

# Uncomment this line if you are using OpenSSH 4.7 or later
#MACs                   umac-64@openssh.com,hmac-md5,hmac-sha1

```

Instructions for Creating Your Own .ssh/config

If you use your *.ssh/config* file for accessing both NAS systems and systems at other sites, you can add entries on top of the template discussed earlier. The entries take the form:

```

Host hostname
ProxyCommand ssh username@hostname.nas.nasa.gov /usr/local/bin/ssh-proxy hostname

```

Hostname is the name of the host you want to access. It can be the abbreviated hostname (such as *pfe1*) or the fully-qualified domain name (such as *pfe1.nas.nasa.gov*). Note that using *bbftp* requires the fully qualified domain name, thus it is a good idea to include both.

6. Set Up SSH Agent

Ssh-agent is a program to hold and manage the private key on your localhost and respond to key challenges from remote hosts. The private key is initially not stored in

the agent and is added through the *ssh-add* program.

Ssh-agent is typically started in the beginning of an X session or a login session and you provide your passphrase to unlock your private key for this originating session. For any outbound SSH connection to a remote host (for example, SFE1 or SFE2) made from this original session, the SSH agent remembers your private key and will respond to challenges automatically without prompting you to type in your passphrase again.

If you want to use SSH to connect from the first remote host (e.g., SFE1, SFE2) to a second remote host (e.g., pfe1) and possibly from the second remote host to a third remote host, a feature called **agent forwarding** allows a chain of SSH connections to forward all the key challenges back to the original agent, thus eliminating the need of using password or public/private keys for these connections.

In order for agent forwarding to work, your public key has to be installed already in all the remote hosts that you intend to connect to.

Instructions for UNIX or LINUX systems

- ◆ If you use *csh* or *tcsh*, to launch *ssh-agent*, type the following command

```
your_localhost% eval `ssh-agent -c`
```

If you use *sh* or *bash*, to launch *ssh-agent*, type the following command

Example:

```
your_localhost% eval `ssh-agent -s`
```

- ◆ To add your private key to *ssh-agent*, type the following command

```
your_localhost% ssh-add private_key
```

Example:

```
your_localhost% ssh-add ~/.ssh/id_rsa
Enter passphrase for /Users/username/.ssh/id_rsa: type your passphrase
```

X11 Forwarding

DRAFT

This article is being reviewed for completeness and technical accuracy.

To run X applications (such as `xclock`, `emacs`, `totalview`, etc) on the X client host (for example, a NAS computer such as `pfe1`, etc.) and display them back to an X server (such as your localhost), the simplest way is to use SSH X11-Forwarding.

If you are using a NAS-supported workstation or compute server, X11-Forwarding is already set up for you. The following command activates SSH X-11 Forwarding automatically:

```
your_localhost% ssh hostname.nas.nasa.gov
```

Most modern SSH client software support this option (for example, Cygwin, TeraTerm, PuTTY, Unix, and Linux). To use SSH X11-Forwarding, the `ssh` server-side daemon (`sshd`) configuration file must contain the entry

```
X11Forwarding yes
```

to support the forwarding capability. All NAS-supported hosts (including bouncer, bruiser, all workstations and compute servers) honor this setting in the default `sshd_config` file (for High End Computing systems and Linux systems, it is `/etc/ssh/sshd_config`; for Mac systems, it is `/etc/sshd_config`) For other non-NAS machines, ask your system administration to set this in the `sshd_config` file.

In addition to setting "X11Forwarding yes" on the SSH server side (for example, a NAS machine), it is recommended that "ForwardX11 yes" is also set in the `ssh_config` file on the SSH client host (for example, your localhost). By default, NAS and HEC system configurations will enable these settings for both client and server. If "ForwardX11 yes" is not set in the `ssh_config` file by the system administrator of your localhost, you can set it in your `~/.ssh/config` file or use the "-X" option of SSH.

Other parameters related to the performance of X11-Forwarding are handled by the NAS-recommended `ssh_config` file. If you are on a NAS-supported system, no action is needed in setting these parameters yourself. If your localhost is not supported by NAS and you would like to get configuration ideas, you can look at `/etc/ssh/ssh_config` on any NAS High-End-Computing systems (such as `cfe2`, `pfe[1-12]`, `bridge[1-2]`).

Example:

To run an X11-based application, for example, `xclock`, on `pfe1.nas.nasa.gov`, and have it displayed on your localhost, do the following:

```

your_localhost% ssh pfe1.nas.nasa.gov
-----
      * * *   W A R N I N G       W A R N I N G   * * *

                U.S. GOVERNMENT COMPUTER
    If not authorized to access this system, disconnect NOW.
    ....
-----
                ** PFE1 **
    ....

pfe1% xclock

```

If you usually go through `bouncer.nas.nasa.gov` or `bruiser.nas.nasa.gov` to get to the other NAS systems, SSH X11-Forwarding works as in the following example:

```

your_localhost% ssh bouncer.nas.nasa.gov
bouncer% ssh a_nas_desktop
a_nas_desktop% xclock

```

If "ForwardX11 yes" is not set in either the `ssh_config` file or the `~/.ssh/config` file of your localhost, use:

```

your_localhost% ssh -X hostname.nas.nasa.gov

```

The SSH daemon sets the `DISPLAY` environment variable by itself. DO NOT RESET it to point to display zero (ex: `setenv DISPLAY your_localhost:0`), otherwise SSH X11-Forwarding will not work.

For each new login, the `.Xauthority` file gets updated. If you are over your quota, this file cannot be updated and X11-Forwarding will not work.

An Introduction to Virtual Network Computing (VNC) for Connecting to NAS High-End Computers

DRAFT

This article is being reviewed for completeness and technical accuracy.

Developed by ATT England, VNC provides a means to reduce X11 overhead on high-latency networks such as the Internet. In practical terms once a VNC session is underway latencies are on the order of seconds rather than minutes. VNC can make remote X11 applications useful instead of being tedious and non-productive.

The principle of operation involves a host server process (for example, Xvnc on Pleiades or Columbia at NAS) that communicates with X11 applications running on Pleiades or Columbia. The host server process translates the X11 images into something akin to an MPEG style video for display by a remote desktop/laptop's viewer client. Xvnc transmits images and image updates using a low overhead protocol to the user's viewer client.

Security and Firewalls

In the NAS environment VNC traffic is carried by a SSH tunnel much like SSH is used to tunnel X11 traffic. Using an SSH tunnel provides security because SSH encrypts tunnel traffic in both directions. If a user is already using SSH, then VNC traffic will find its way to/from NAS over current connections and through current firewalls. There is no need for any additional communication updates/authorizations.

Where is the VNC software?

The NAS Pleiades and Columbia systems are running with some versions of Linux. All the necessary VNC software is installed in `/usr/X11R6/bin`.

On a user's desktop/laptop, there is no need to run a X11 server since in the VNC environment all the X11 work is done on the Pleiades front-end systems (pfe1-pfe12, bridge1-2) or the Columbia front-end (cfe2). However, a VNC client viewer is needed and it may have to be downloaded depending on whether this remote computer is running Linux, Mac or Windows. The client may already be installed in many Linux distributions and on recent versions of Mac OS X.

If you have a NAS supported desktop/laptop system, please note that:

- for NAS supported Linux workstations, a VNC client viewer (RealVNC version 4.1.2) should have been installed under `/usr/bin/vncviewer`
- for NAS supported Mac systems running the *Snow Leopard* OS, a VNC client called *Chicken of the VNC (version 2.0b4)* should have been installed under the

/Applications directory

If you have a Mac which is not supported by NAS, you can download *Chicken of the VNC* (version 2.0b4) from <http://sourceforge.net/projects/cotvnc/>

If you have a Windows desktop system, you can download free VNC clients from:

- <http://www.realvnc.com/products/free/4.1/download.html>
- <http://www.tightvnc.com/download.php>
- <http://www.uvnc.com/download/index.html>

Ask your local system administrator for help on installing the VNC client software.

Steps to a VNC session

The steps described below are not the only way in establishing a VNC session. However, they should prove to be more convenient in the sense that you do not have to manually find an available display number to use.

cfe2 is used below as an example. You can substitute cfe2 with pfe1-12 or bridge1-2 if you want to establish a VNC session on a Pleiades front-end.

• Step 1: SSH into cfe2

Starting a VNC connection/session is a matter of using SSH or some other SSH capable client to connect to cfe2. VNC is much easier to use if [SSH Passthrough](#) on your localhost has been set up.

Note that in your `.ssh/config` file on your localhost, you do not need to enable SSH X11 forwarding, but you do need

```
ForwardAgent yes
```

Once SSH Passthrough is set up properly, you can establish a SSH connection from your localhost to cfe2.

```
localhost% ssh cfe2
cfe2%
```

• Step 2: Invoke vncserver command on cfe2

`vncserver` is a script that starts/stops/kills the actual VNC server Xvnc.

The first time you invoke `vncserver` on a server, you will be prompted to create a password for VNC. This password should be up to 8 characters in length. If you create a password longer than 8 characters, it will be truncated to the length of 8. This password is encrypted and saved in the `$HOME/.vnc/passwd` file on the server.

Once this is done, you won't be prompted for a password on the server when invoking *vncserver* for subsequent VNC connections.

```
cfe2% vncserver -localhost
```

You will require a password to access your desktops.

Password: <--- type in a password of your choice

Warning: password truncated to the length of 8.

Verify: <-- retype your password

New 'X' desktop is cfe2:25

```
Creating default startup script /u/username/.vnc/xstartup
Starting applications specified in /u/username/.vnc/xstartup
Log file is /u/username/.vnc/cfe2:25.log
```

There are a few options to the *vncserver* command, such as *:display* (for setting the display number), *-geometry* (for setting the desktop width and height in pixel), etc. The **-localhost** option shown in the above example is a local security option that you should use all the time. It must appear as the last option or it won't get processed.

Similar to an X11 session, a VNC session uses a display number. If not supplied, the *vncserver* searches over the valid range from 0 to 99 and assigns the next free display number for your session. In the above example, a display number of 25 is assigned.

• Step 3: Create a SSH tunnel from your localhost to the server

The next step is to create a SSH tunnel from your localhost to the server. This is done by first escaping into an SSH sub-shell and specifying a local client's port number and a server's port number to use. The default SSH escape characters are <return> ~C (upper case 'C'). If you do not get the SSH prompt, repeat the <return>~C.

```
cfe2% ~C
ssh> -L 59xx:localhost:59xx
Forwarding port.
```

At the SSH prompt, provide a local client port and a remote server port. VNC by default uses TCP port 5900+xx. Thus, it is common to provide the value 59xx for both the local client port (the number before *localhost*) and server port (the number after *localhost*). For example, the number 5925 can be used for both. If this number does not work, other numbers can be used, for example, 5825.

Note that the client port number and the server port number *need not* to be the same. Some may suggest using a very high client port number such as 22222 or 33333 since high port numbers are less likely to be reserved for other purposes. For

example:

```
cfe2% ~C
ssh> -L 22222:localhost:5925
Forwarding port.
```

The maximum number allowed for the client port is 65535. Avoid using the local port numbers 0 - 1024 (root privilege required), 5900 (for Mac systems, reserved for some Apple remote desktop products), and 6000 - 6063 (reserved for local X window server). Use the *netstat -an* command to check what local port numbers have been used:

```
localhost% netstat -an | less
tcp46      0      0 *.5900          *.*             LISTEN
tcp4       0      0 *.22           *.*             LISTEN
```

The above example shows local ports 5900 and 22 are in use and should be avoided.

• Step 4: Start the VNC viewer application on your localhost

- ◆ If your local host is a Mac and you have *Chicken of the VNC* installed, launch it. Open the Preferences panel from the "Chicken of the VNC" menu and select the Performance tab. Make sure the "Frontmost Connection" slider is not at its highest setting. If it is, move it down one notch. Close the Preferences panel. Now, open a new connection using the "New Connection" item from the "Connection" menu.

In the popup window *Connect*, enter *localhost:22222* in the Host field (if your local port number is 22222 from step 3), and your VNC password in the Password field. Then click on the *Connect* button.

- ◆ If your localhost is a Linux system, do:

```
localhost% vncviewer localhost:localhostnumber
```

You should get a password prompt. Enter your VNC password that you created on the server.

The localhostnumber is the one you use in step 3. For example, if you choose 22222 as your local port, do:

```
localhost% vncviewer localhost:22222
```

If everything goes well, the Xvnc server will send a X11 window manager display to your localhost that will appear as an xterm in the viewer's window.

The default window manager is TWM, and there are a couple other window

managers to choose from under `/usr/X11R6/bin`, such as FVWM, MWM, etc. The KDE window manager, available under `/opt/kde3/bin`, provides a GUI view of a user's files and includes a few useful tools. To use a non-default manager, for example KDE, modify your `$HOME/.vnc/xstartup` file on the host where you start `vncserver` as follows:

```
#twm &  
/opt/kde3/bin/startkde &
```

Be aware that the KDE window manager needs more memory. For Pleiades users, it is recommended that you use the front-end nodes `bridge1` and `bridge2` instead of `pfe1-8` if you want to use KDE for your VNC sessions.

You can also change the size and position of the xterm in your viewer's desktop by changing the values in the following line of the `$HOME/.vnc/xstartup` file on the host where you start `vncserver`. For example,

```
xterm -geometry 80x24+10+10 -ls -title "$VNCDESKTOP Desktop" &
```

specifies an xterm which is 80 characters wide, 24 characters high, at a position (10 pixels , 10 pixels) from the upper left corner of the VNC viewer's desktop.

The modifications to the `xstartup` file only take effect for a new VNC connection. You will need to stop the existing VNC server and start a new one.

The window manager's xterms is running on `cfe2` itself. From this xterms, you can do tasks that you normally do on `cfe2`, for example, start an X application or `ssh` to other NAS systems. PBS jobs can also connect to a VNC session when the user provides the `DISPLAY` environment variable to the job. Specifically, in the xterm in the viewer's window, submit an interactive PBS job and set the `DISPLAY` variable to `vncserver_hostname:display_number` before starting an X application:

```
cfe2% qsub -I -lncpus=4,walltime=1:00:00  
qsub: job 1030046.pbs1.nas.nasa.gov ready  
PBS(4cpus)columbia21> setenv DISPLAY cfe2:25  
PBS(4cpus)columbia21> xclock
```

- **Step 5: Shut down the server when you are done with the VNC session:**

On each VNC server, there are a limited number of VNC sockets available. At the end of a session, be sure to exit the VNC application on your localhost so that others can use the sockets. In the terminal window where you started up VNC, use the following command to clean up a few temporary socket files `vncserver` had created.

```
cfe2% vncserver -kill :xx (supply the original display number)
```

For example,

```
cfe2% vncserver -kill :25  
Killing Xvnc process ID 3435054
```

DON'T manually kill vncserver. Doing so will leave lock and socket files (for example, `/tmp/.X11-unix/X25`, `$HOME/.vnc/cfe2:25.pid`, etc.) on the server.